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<input type="checkbox"/>	L1	345/423.ccls.	419

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Day : Friday
Date: 8/26/2005


PALM INTRANET

Time: 11:06:41

Inventor Name Search Result

Your Search was:

Last Name = RASKAR

First Name = RAMESH

Application#	Patent#	Status	Date Filed	Title	Inventor Name
60406167	Not Issued	159	08/27/2002	PROJECTOR BASED DISPLAY SYSTEM	RASKAR, RAMESH
60226066	Not Issued	159	08/17/2000	AUTOMATIC KEYSTONE CORRECTION FOR PROJECTORS WITH ARBITRARY ORIENTATION	RASKAR, RAMESH N.
11194804	Not Issued	019	08/01/2005	RETARGETING IMAGES FOR SMALL DISPLAYS	RASKAR, RAMESH
11191877	Not Issued	019	07/28/2005	METHOD AND APPARATUS FOR ACQUIRING HDR FLASH IMAGES	RASKAR, RAMESH
11191809	Not Issued	020	07/28/2005	METHOD AND APPARATUS FOR ENHANCING FLASH AND AMBIENT IMAGES	RASKAR, RAMESH
11191681	Not Issued	019	07/28/2005	METHOD FOR ESTIMATING CAMERA SETTINGS ADAPTIVELY	RASKAR, RAMESH
11084876	Not Issued	030	03/21/2005	SYSTEM AND METHOD FOR MECHANICALLY ADJUSTING PROJECTOR POSE WITH SIX DEGREES OF FREEDOM FOR IMAGE ALIGNMENT	RASKAR, RAMESH
11030607	Not Issued	030	01/06/2005	RADIO AND OPTICAL IDENTIFICATION TAGS	RASKAR, RAMESH
11001396	Not Issued	030	12/01/2004	GRADIENT CAMERA	RASKAR, RAMESH
10883235	Not Issued	030	07/01/2004	INTERACTIVE WIRELESS TAG LOCATION AND IDENTIFICATION SYSTEM	RASKAR, RAMESH
10883224	Not Issued	030	07/01/2004	PROJECTOR-CAMERA SYSTEM WITH LASER POINTERS	RASKAR, RAMESH
10847069	Not	020	05/17/2004	ENHANCED SURGICAL	RASKAR,

	Issued			VISUALIZATIONS WITH MULTI-FLASH IMAGING	RAMESH
<u>10847068</u>	Not Issued	030	05/17/2004	STYLIZED RENDERING USING A MULTI-FLASH CAMERA	RASKAR, RAMESH
<u>10704098</u>	Not Issued	030	11/07/2003	LIGHT PEN SYSTEM FOR PIXEL-BASED DISPLAYS	RASKAR, RAMESH
<u>10672584</u>	Not Issued	030	09/26/2003	SELF-CORRECTING REAR PROJECTION TELEVISION	RASKAR, RAMESH
<u>10643614</u>	Not Issued	061	08/19/2003	RADIO AND OPTICAL IDENTIFICATION TAGS	RASKAR, RAMESH
<u>10636356</u>	6764185	150	08/07/2003	PROJECTOR AS AN INPUT AND OUTPUT DEVICE	RASKAR, RAMESH
<u>10635404</u>	Not Issued	061	08/06/2003	METHOD AND SYSTEM FOR CALIBRATING PROJECTORS TO ARBITRARILY SHAPED SURFACES WITH DISCRETE OPTICAL SENSORS MOUNTED AT THE SURFACES	RASKAR, RAMESH
<u>10458386</u>	6793350	150	06/10/2003	PROJECTING WARPED IMAGES ONTO CURVED SURFACES	RASKAR, RAMESH
<u>10412178</u>	Not Issued	030	04/11/2003	CONTEXT AWARE PROJECTOR	RASKAR, RAMESH
<u>10394688</u>	6834965	150	03/21/2003	SELF-CONFIGURABLE AD- HOC PROJECTOR CLUSTER	RASKAR, RAMESH
<u>10394685</u>	6709116	150	03/21/2003	SHAPE-ADAPTIVE PROJECTOR SYSTEM	RASKAR, RAMESH
<u>10394684</u>	6729733	150	03/21/2003	METHOD FOR DETERMINING A LARGEST INSCRIBED RECTANGULAR IMAGE WITHIN A UNION OF PROJECTED QUADRILATERAL IMAGES	RASKAR, RAMESH
<u>10394315</u>	6715888	150	03/21/2003	METHOD AND SYSTEM FOR DISPLAYING IMAGES ON CURVED SURFACES	RASKAR, RAMESH
<u>10394314</u>	6811264	150	03/21/2003	GEOMETRICALLY AWARE PROJECTOR	RASKAR, RAMESH
<u>10393686</u>	6755537	150	03/21/2003	METHOD FOR GLOBALLY ALIGNING MULTIPLE PROJECTED IMAGES	RASKAR, RAMESH
<u>10392429</u>	Not Issued	030	03/19/2003	ENHANCING LOW QUALITY IMAGES OF NATURALLY ILLUMINATED SCENES	RASKAR, RAMESH
<u>10392067</u>	Not	030	03/19/2003	STYLIZED IMAGING USING	RASKAR,

	Issued			VARIABLE CONTROLLED ILLUMINATION	RAMESH
<u>10392061</u>	Not Issued	030	03/19/2003	NON-PHOTOREALISTIC CAMERA	RASKAR, RAMESH
<u>10392026</u>	Not Issued	030	03/19/2003	ENHANCING LOW QUALITY VIDEOS OF ILLUMINATED SCENES	RASKAR, RAMESH
<u>10392000</u>	Not Issued	164	03/19/2003	REDUCING TEXTURE DETAILS IN IMAGES	RASKAR, RAMESH
<u>10391999</u>	Not Issued	030	03/19/2003	DETECTING SILHOUETTE EDGES IN IMAGES	RASKAR, RAMESH
<u>10346442</u>	Not Issued	030	01/17/2003	POSITION AND ORIENTATION SENSING WITH A PROJECTOR	RASKAR, RAMESH
<u>10265890</u>	<u>6781591</u>	150	10/07/2002	BLENDING MULTIPLE IMAGES USING LOCAL AND GLOBAL INFORMATION	RASKAR, RAMESH
<u>10156980</u>	<u>6795069</u>	150	05/29/2002	FREE-FORM MODELING OF OBJECTS WITH VARIATIONAL IMPLICIT SURFACES	RASKAR, RAMESH
<u>10012930</u>	<u>6527395</u>	150	12/10/2001	METHOD FOR CALIBRATING A PROJECTOR WITH A CAMERA	RASKAR, RAMESH
<u>09930532</u>	<u>6520647</u>	150	08/15/2001	AUTOMATIC KEYSTONE CORRECTION FOR PROJECTORS WITH ARBITRARY ORIENTATION	RASKAR, RAMESH
<u>09930430</u>	<u>6930681</u>	150	08/14/2001	SYSTEM AND METHOD FOR REGISTERING MULTIPLE IMAGES WITH THREE-DIMENSIONAL OBJECTS	RASKAR, RAMESH
<u>09930426</u>	Not Issued	071	08/15/2001	SIMULATING MOTION OF STATIC OBJECTS IN SCENES	RASKAR, RAMESH
<u>09930425</u>	<u>6733138</u>	150	08/15/2001	MULTI-PROJECTOR MOSAIC WITH AUTOMATIC REGISTRATION	RASKAR, RAMESH
<u>09930322</u>	Not Issued	092	08/15/2001	SYSTEM AND METHOD FOR ANIMATING REAL OBJECTS WITH PROJECTED IMAGES	RASKAR, RAMESH
<u>09929980</u>	<u>6677956</u>	150	08/15/2001	METHOD FOR CROSS-FADING INTENSITIES OF MULTIPLE IMAGES OF A SCENE FOR SEAMLESS RECONSTRUCTION	RASKAR, RAMESH

<u>09929783</u>	Not Issued	161	08/14/2001	METHOD FOR DETERMINING IMAGE INTENSITIES OF PROJECTED IMAGES TO CHANGE THE APPEARANCE OF THREE-DIMENSIONAL OBJECTS	RASKAR, RAMESH
<u>09826332</u>	<u>6741248</u>	150	04/04/2001	RENDERING GEOMETRIC FEATURES OF SCENES AND MODELS BY INDIVIDUAL POLYGONS	RASKAR, RAMESH

Inventor Search Completed: No Records to Display.

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1 [Evaluating 3D task performance for fish tank virtual worlds](#)

Kevin W. Arthur, Kellogg S. Booth, Colin Ware

 July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

 Full text available: [pdf\(2.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
Keywords: head-coupled display, stereopsis, virtual reality, virtual worlds

2 [Integrating virtual objects into real images for augmented reality](#)

Chu-Song Chen, Yi-Ping Hung, Shen-Wen Shih, Chen-Chiung Hsieh, Chen-Yuan Tang, Chih-Guo Yu, You-Chung Cheng

 November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology**

 Full text available: [pdf\(2.22 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
Keywords: augmented reality, computer graphics, computer vision

3 [Tracking: Tracking based structure and motion recovery for augmented video productions](#)

Kurt Cornelis, Marc Pollefeys, Luc Van Gool

 November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

 Full text available: [pdf\(2.09 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Augmented Reality (AR) can hardly be called uncharted territory. Much research in this area revealed solutions to the three most prominent challenges of AR: accurate camera state retrieval, resolving occlusions between real and virtual objects and extraction of environment illumination distribution. Solving these three challenges improves the illusion of virtual entities belonging to our reality. This paper demonstrates an elaborated framework that recovers accurate camera states from a video se ...

Keywords: accurate registration, augmented reality, jitter reduction

4 QuickTime VR: an image-based approach to virtual environment navigation

Shenchang Eric Chen

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(347.59 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: environment maps, image registration, image warping, panoramic images, real-time display, view interpolation, virtual reality

5 HLODs for faster display of large static and dynamic environments

Carl Erikson, Dinesh Manocha, William V. Baxter

March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available:  pdf(2.80 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CAD, graphics systems, interactive display, level-of-detail algorithms, spatial data structures

6 Applications: Tour into the video: image-based navigation scheme for video sequences of dynamic scenes

Hyung Woo Kang, Sung Yong Shin

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(4.53 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single reference image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. This paper presents a comprehensive scheme for creating walk-through images from a video sequence by generalizing the idea of TIP. The purpose of this work is to let users experience the feel of navigating into a video sequence with their own interpretation and imagination about a given ...

Keywords: animation, image-based rendering, video sequence

7 Modeling/simulation: Modeling virtual object behavior within virtual environment

Gun A. Lee, Gerard Jounghyun Kim, Chan-Mo Park

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(1.15 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Development of virtual reality systems requires iterations of specification, implementation and evaluation. Since correct evaluations of immersive VR systems require the tedious process of wearing many devices, there exist both temporal and spatial gaps between the implementation and evaluation stage, and this usually causes delay and inefficiency in the development process. In order to overcome this gap, there have been several approaches to constructing or modeling the physical aspects of the ...

Keywords: 3D interaction, interactive behavior modeling, programming by demonstration,

virtual environment, virtual object

8 Alternate rendering pipeline: Cartoon dioramas in motion

Ramesh Raskar, Remo Ziegler, Thomas Willwacher

June 2002 **Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering**

Full text available:  pdf(739.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Cartoon animations delight the audience with moving characters but they remain on a flat 2D screen. The cartoon dioramas, on the other hand, are detailed, three-dimensional and allow physical interaction but they are static. We present techniques to combine the two in some limited cases. We illuminate static physical models with projectors. The images are generated with real time three dimensional computer graphics. We describe a system to demonstrate various visual effects such as non-photoreal ...

Keywords: augmented reality, immersive environments, non-photorealistic rendering, perception, virtual reality

9 Interaction: HoverCam: interactive 3D navigation for proximal object inspection

Azam Khan, Ben Komalo, Jos Stam, George Fitzmaurice, Gordon Kurtenbach

April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Full text available:  pdf(430.47 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a new interaction technique, called *HoverCam*, for navigating around 3D objects at close proximity. When a user is closely inspecting an object, the camera motions needed to move across its surface can become complex. For tasks such as 3D painting or modeling small detail features, users will often try to keep the camera a small distance above the surface. To achieve this automatically, HoverCam intelligently integrates tumbling, panning, and zooming camera controls into a sing ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, interaction techniques

10 Poster Session: Constraint-based motion planning for virtual prototyping

Maxim Garber, Ming C. Lin

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Full text available:  pdf(327.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a novel framework for motion planning of rigid and articulated robots in complex, dynamic, 3D environments and demonstrate its application to virtual prototyping. Our approach transforms the motion planning problem into the simulation of a dynamical system in which the motion of each rigid robot is subject to the influence of virtual forces induced by geometric constraints. These constraints may enforce joint connectivity and angle limits for articulated robots, spatial relationships ...

Keywords: computational support for new manufacturing technologies, manufacturing and assembly planning, virtual environments and prototypes

11 System section: 3D video surveillance with Augmented Virtual Environments

Ismail Oner Sebe, Jinhui Hu, Suyu You, Ulrich Neumann

November 2003 **First ACM SIGMM international workshop on Video surveillance**

Full text available:  pdf(583.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recent advances in sensing and computing technologies have inspired a new generation of data analysis and visualization systems for video surveillance applications. We present a novel visualization system for video surveillance based on an Augmented Virtual Environment (AVE) that fuses dynamic imagery with 3D models in a real-time display to help observers comprehend multiple streams of temporal data and imagery from arbitrary views of the scene. This paper focuses on our recent technical extens ...

Keywords: augmented reality, object detection and tracking, video surveillance

12 Manipulating space: Multi-finger gestural interaction with 3d volumetric displays

Tovi Grossman, Daniel Wigdor, Ravin Balakrishnan

October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**

Full text available:  pdf(5.08 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Volumetric displays provide interesting opportunities and challenges for 3D interaction and visualization, particularly when used in a highly interactive manner. We explore this area through the design and implementation of techniques for interactive direct manipulation of objects with a 3D volumetric display. Motion tracking of the user's fingers provides for direct gestural interaction with the virtual objects, through manipulations on and around the display's hemispheric enclosure. Our tec ...

Keywords: 3d interaction, multi-finger and two-handed gestural input, volumetric display

13 Virtualized reality: constructing time-varying virtual worlds from real world events

Peter Rander, P. J. Narayanan, Takeo Kanade

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available:  pdf(1.23 MB)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
[Publisher Site](#)

Keywords: computer vision and scene understanding, dynamic scene analysis, modeling from image sequences, view synthesis, virtual worlds

14 Applications of visualization: Visualizing 3D scenes using non-linear projections and data mining of previous camera movements

Karan Singh, Ravin Balakrishnan

November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**

Full text available:  pdf(973.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We describe techniques for exploring 3D scenes by combining non-linear projections with the interactive data mining of camera navigations from previous explorations. Our approach is motivated by two key observations: First, that there is a wealth of information in prior explorations of a scene that can assist in future presentations of the same scene. Second, current linear perspective camera models produce images that are too limited to adequately capture the complexity of many 3D scenes. Th ...

Keywords: camera visualization, data mining, non-linear projection

15 An immersive 3D video-conferencing system using shared virtual team user environments

Peter Kauff, Oliver Schreer

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments**

Full text available:  pdf(1.64 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Videoconferencing is going to become attractive for geo-graphically distributed team collaboration, specifically to avoid travelling and to increase flexibility. Against this background this paper presents a next generation system - a 3D videoconference providing immersive tele-presence and natural representation of all participants in a shared virtual meeting space to enhance quality of human-centred communication. This system is based on the principle of a shared virtual table environment, whi ...

Keywords: 3D video processing, MPEG-4 video coding, arbitrarily shaped video objects, disparity estimation, image based rendering, next generation video conference, presence research, shared virtual table environment, tele-cubicles, tele-immersion

16 GROOP: an object-oriented toolkit for animated 3D graphics

Larry Koved, Wayne L. Wooten

October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications**, Volume 28 Issue 10

Full text available:  pdf(1.68 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Session 2A: applications and systems: Scanning and rendering scene tunnels for virtual city traversing

Jiang Yu Zheng, Yu Zhou, Min Shi

November 2004 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '04**

Full text available:  pdf(1.49 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper proposes a visual representation named scene tunnel to capture and visualize urban scenes for Internet based virtual city traversing. We scan cityscapes by using multiple cameras on a vehicle that moves along a street, and generate a real scene archive more complete than a route panorama. The scene tunnel can cover high architectures and various object aspects, and its data size is much less than video. It is suitable for image transmission and rendering over the Internet. The scene t ...

Keywords: internet media, navigation, route panorama, scene representation, scene tunnel, visualization

18 Virtual environments II: Perceptual sensitivity to head tracking latency in virtual environments with varying degrees of scene complexity

Katerina Mania, Bernard D. Adelstein, Stephen R. Ellis, Michael I. Hill

August 2004 **Proceedings of the 1st Symposium on Applied perception in graphics and visualization APGV '04**

Full text available:  pdf(240.48 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

System latency (time delay) and its visible consequences are fundamental virtual environment (VE) deficiencies that can hamper user perception and performance. The aim of this research is to quantify the role of VE scene content and resultant relative object


motion on perceptual sensitivity to VE latency. Latency detection was examined by presenting observers in a head-tracked, stereoscopic head mounted display with environments having differing levels of complexity ranging from simple geometric ...

Keywords: latency, sensitivity thresholds, simulations

19 Reception and posters: Avatar motion control by user body postures

Satoshi Yonemoto, Hiroshi Nakano, Rin-ichiro Taniguchi

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  pdf(1.61 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an avatar motion control by body postures. Our goal is to do seamless mapping of human motion in the real world into virtual environments. We hope that the idea of direct human motion sensing will be used on future interfaces. With the aim of making computing systems suited for users, we have developed a computer vision based avatar motion control. The human motion sensing is based on skin-color blob tracking. Our method can generate realistic avatar motion from the sensing ...



Keywords: avatar, perceptual user interfaces, virtual environments

20 Virtual workbench - a non-immersive virtual environment for visualizing and interacting with 3D objects for scientific visualization

Upul Obeysekare, Chas Williams, Jim Durbin, Larry Rosenblum, Robert Rosenberg, Fernando Grinstein, Ravi Ramamurthi, Alexandra Landsberg, William Sandberg

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available:

 pdf(5.78 MB) 

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